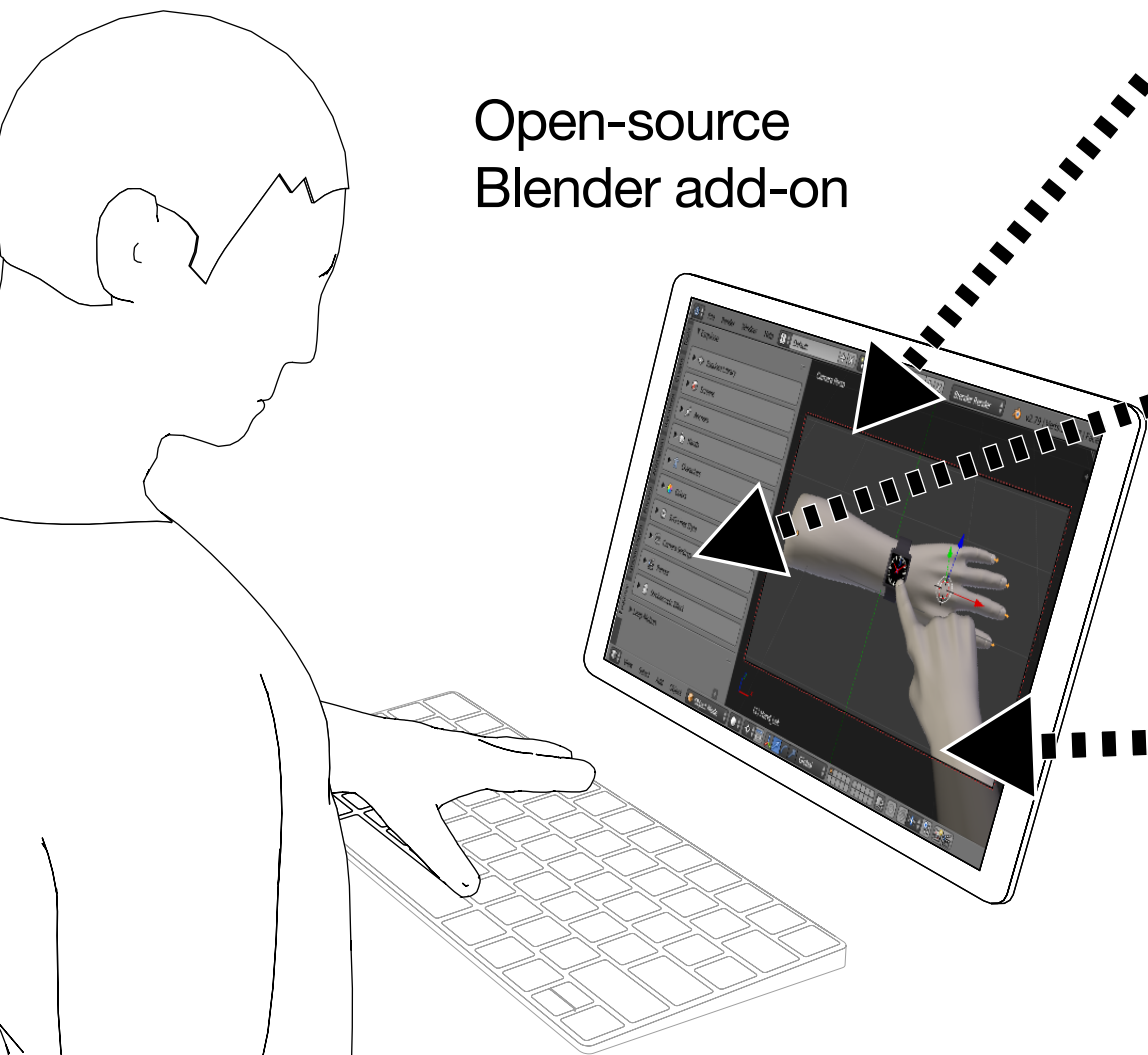


Esquisse 3D Modelling Workflow

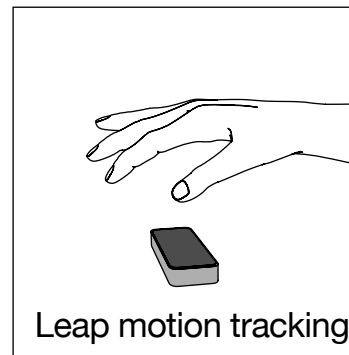
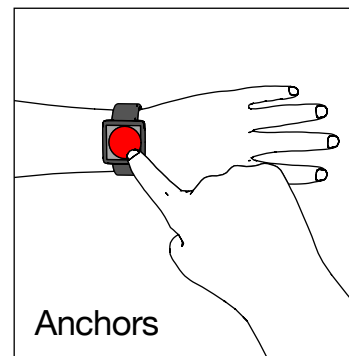
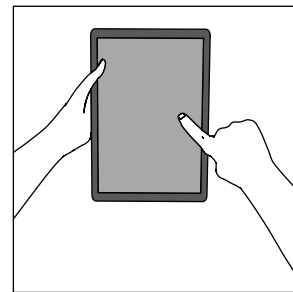
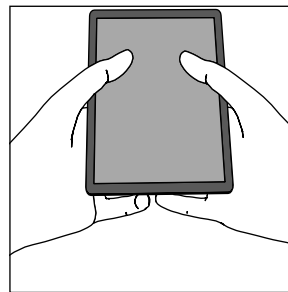


Open-source
Blender add-on

Optimized
templates

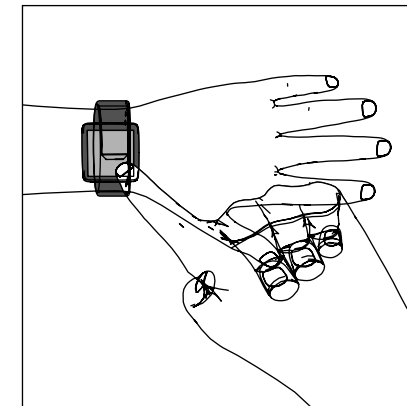
Tools: anchor
points, UI import,
object manipulation

Easy kinematic
manipulation and
automated posture
tracking

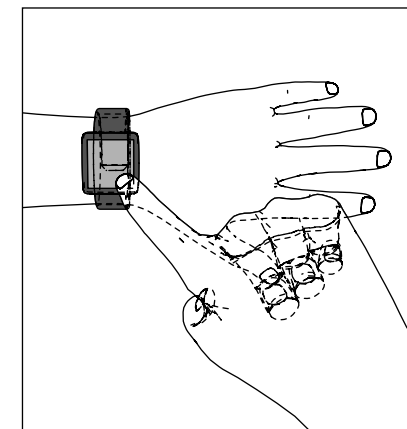


Rendering

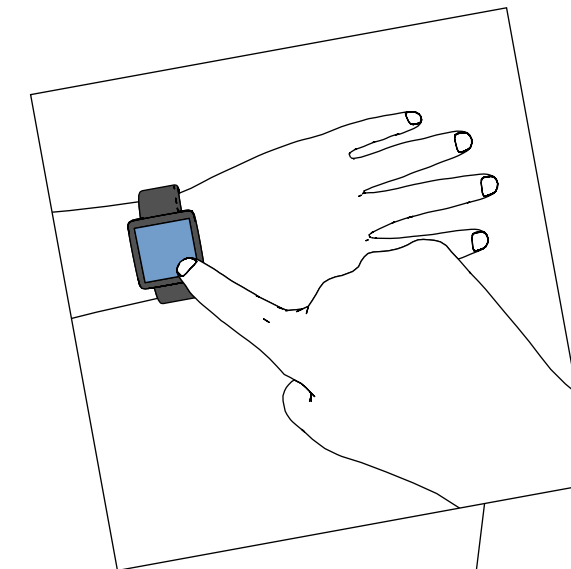
Extracting object contours



Computing contour visibility



Vector-based Trace Figures



Various postures,
camera views, and
easy corrections

